Amendments to the Specification:

Please amend paragraph [0011] with the following amended paragraph:

[0011]   UDP typically employs a checksum to ensure data integrity. As is known in the art, a checksum is generated by calculating the sum of the binary values in a block of data. The checksum is then transmitted with the underlying data. If the checksum indicates that a UDP packet (commonly referred to as a UDP "datagram") contains corrupt data at the receiving end (e.g., at the client computer), the entire packet is simply discarded, with no further action being taken. Unfortunately, discarded packets may be comprised of a plurality of independent data segments, many of which may not be corrupt. As such, discarding an entire packet is an inefficient way to deal with the problem of lost or corrupt data. Moreover, if the data is audio and/or video content, discarding multiple data segments in this manner may result in noticeably degraded audio/video playback at the client.